

James Skett

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🐙 <https://jameesskett.github.io/>

WORK EXPERIENCE

Eduthing

Senior Field Engineer

Oct 2020 - Present

- Provided IT support to multiple schools, both onsite and remotely, focusing on projects such as network rebuilds, switching installations, and cable tidying.
- As a senior engineer, I served as a point of escalation for other engineers and successfully led onsite teams on multiple projects.

RivaNET

IT Support Engineer

Nov 2018 - Oct 2020

- Provided excellent IT support at a school in Oxshott, focusing on server upgrades and maintenance.
- Upgraded and maintained servers, Wi-Fi, and switching systems to ensure seamless operations.
- Offered general classroom support to ensure a smooth learning environment.

EDUCATION

Southampton Solent University

Computer Games (Software Development) - 1st

Sep 2015 - June 2018

PROJECTS

Big-Byte

Summer 2018 - Summer 2019

- Designed and implemented a 2D game using Unity and C#.
- Integrated Google Play Services into the game to track achievements and leaderboards.
- Worked effectively in a team of two, delegating tasks to ensure project completion.

Planet Hopper

Autumn 2020 - Summer 2022

- Designed and implemented a 2D game using Unity along with C#
- Integrated the Google Play Services and Apple Game Centre into the build to get achievements and leaderboards
- Successfully released on both the Google Play Store and Apple App Store
- Implemented a level creation tool so that levels could be created quickly and easily

Unreleased Game

Summer 2023 - Present

- Working in a team of two to design and implement a 2D game using C++ and SFML
- Integrate the Steamworks SDK to bring multiplayer to the game
- Utilise object-oriented programming to write organised and maintainable code.

SKILLS

- Proficient in C++ and C# programming languages.
- Experienced in Object-Oriented Development.
- Familiar with Unity and Unreal Engine game engines.
- Skilled in using Visual Studio, Git, and Trello tools.
- Possess knowledge of Azure Administration, Server Administration, and Hardware/Software support.

Hobbies

In my spare time I love to practice my programming skills by working on making games with my friend and doing online code challenges. I like to tinker with raspberry pi's and other components one project I used a raspberry pi to control an LED strip and setup a small web server on it so I could control it from my phone. I also enjoy playing sports like football and cricket